

## **WULFPACK RULES**

There are five levels to be chosen from at the start of the game.

### **ATLANTIC SCREEN**

The Status Board shows supplies required for invasion and those already landed in England. Every convoy ship lost increases the supply tonnage required. If required tonnage exceeds 2 million tons - your mission ends.

You control a destroyer and must search out the U-boats using the sonar indicator. When in range you can attack the U-boat with depth charges.

### **DEPTH CHARGE SCREEN**

Use your skill to ascertain the location of the U-boat. Using the joystick, choose a depth between 100ft & 960ft, and on firing the U-boat appears. If in depth charge range the U-boat is destroyed, otherwise the U-boat escapes. When out of depth charges you must re-supply at the harbour indicated.

### **HARBOURS & DOCKING**

You must dock at the pier with the flashing 'D', moving your ship by joystick as follows;  
**FORWARD** - move joystick way destroyer facing

**REVERSE** - move joystick opposite way  
destroyer facing

**STEERING** - move joystick in 45 degree angles  
to way destroyer is facing.

Crashing costs you a ship. Use all 12 ships and  
your fleet is destroyed. If you are reasonably  
close to the pier you automatically dock, and  
when docking is complete you must return to  
the open sea.

### **THE D-DAY INVASION**

When enough supplies have been landed, you  
may assist with the Allied invasion.

### **NAVAL BOMBARDMENT**

You have 1 hour from 05.30 to destroy the  
enemy deployments with fire from your  
destroyer's guns, avoiding mines, other ships  
and land.

### **BEACH LANDINGS**

You have 3 hours from 06.30 to accomplish the  
landings. Manoeuvre the LCTs to the beaches  
avoiding enemy fire and invisible mines. The  
status board indicates the number of landings  
required, the number of active LCTs and the  
number of landed LCTs. If enough LCTs are  
landed a beachhead is established and the  
enemy surrender. Use up all your LCTs and the  
invasion will fail.

## **OPTIONS**

Joystick (Port 2 for C64), Amstrad CPC  
Joystick only, Spectrum cursor keys, or  
keyboard using the following keys;

UP	'I'
DOWN	'M'
RIGHT	'J'
LEFT	"Z"
UPLEFT	'W'
UPRIGHT	'R'
DOWNLEFT	'Z'
DOWNRIGHT	'C'
FIRE	'SPACE'

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	AMSTRAD	ATARI	BBC	BBC/ ELECTRON	C16/ PLUS 4	C64	MSX	SPECTRUM
Artist/ Artmaster	✓		✓					
Astro Plumber	✓			✓	✓			
Castle Assault	✓	✓		✓				
Caterpillar/ Leapfrog								✓
Cavefighter					✓	✓		
Darts		✓		✓			✓	
Deathsville	✓							
Diamond Mine				✓	✓			
Diamond Mine II	✓			✓	✓		✓	
Gobble a Ghost/ 3D Painter								✓
Golf				✓				
Joey				✓	✓			
M-Droid							✓	
Moonlight Madness								✓
Nightmare Maze	✓	✓		✓				
Pool	✓							✓
Ravage				✓				
Return of R2				✓				
Rugby								✓
Steve Davis Snooker	✓	✓		✓	✓	✓	✓	✓
Spectrum Safari/ Winged Warlords								✓
Syntax	✓							✓
System 8 - The Poolie Predictor	✓	✓		✓	✓	✓	✓	✓
Timebomb/ Magic Meanies								✓
Turf Form - Beat the Bookie	✓	✓		✓	✓	✓	✓	✓
Wizards Lair	✓				✓	✓	✓	
Wolfpack	✓				✓			✓

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